

## Infants: a child younger than 12 months old

### **Positive Guidance Behavior Expectations** • Cry to communicate that they are hungry, Meet the infant's physical needs Allow infants to follow their own sleep and tired, in distress, or have other needs. feeding schedule. • They become bored if they do not receive • Give the infant attention by making eye adequate attention or stimulation. contact and smiling. Being held makes them feel secure. • Acknowledge their feelings. • Wariness of strangers, and separation Infants in stress can be comforted by anxiety in the later months. physical touch. Pick up the child, carry them around the room. Try bouncing or • Object permanence is developed around 8 rocking gently. months. • Infants can be comforted or distracted by • Put everything in their mouths because sight. Show the child a colorful object, help they explore through taste. them look out a window, show them a • Feel and touch everything because they mirror. learn and explore by using their five • Infants can be comforted by sounds. Try humming, singing or speaking softly. Turn on a fan, white noise or favorite music. • Need physical exercise such as "tummy Redirect by moving them to another play time." area, or changing the toys in their area. • Repeating the same actions, saying the Model how to play with toys. same things over and over, curious and Talk to infants as you interact with them. eager for interactions. • Ensure they have plenty of space to move Engage in solitary play, they are not and explore safely. interested in or able to play with others yet. Serve and return: The child "serves" by reaching out for interaction—with eye contact, facial expressions, gestures, babbling, or touch. A responsive caregiver "returns the serve" by speaking back, or

playing peekaboo.



# Toddlers: age 12 months to 24 months

Behavior Expectations	Positive Guidance
<ul> <li>Put everything in their mouths because they explore through taste.</li> <li>Feel and touch everything because they learn and explore by using their five senses.</li> <li>They are not developmentally able to share yet.</li> <li>May cry, hit, bite, or throw toys to express their emotions or communicate in general. They do not have the verbal skills to communicate through words yet.</li> <li>May show signs of anxiety during transitions such as parent drop off. This anxiety may look like withdrawing, crying, clinging, and/or wanting to be held.</li> <li>Might be a picky or erratic eater.</li> <li>Is constantly on the move - running, kicking, climbing or jumping.</li> <li>Engage in solitary play, they are not interested in or able to play with others yet.</li> </ul>	<ul> <li>Model sharing and proper use of toys and play equipment.</li> <li>Praise the process not the result.</li> <li>Distract the child and redirect by guiding them to another play area or activity.</li> <li>Maintain a schedule and routine to provide stability and security.</li> <li>Give notice before a transition so the child can prepare and cope with the change.</li> <li>Talk to them in a reassuring voice and empathize with their feelings.</li> <li>Utilize proximity and active supervision to deescalate a frustrated child.</li> <li>Praise and positive reinforcement to encourage desirable behaviors.</li> <li>Evaluate the environment for evidence of overstimulation or crowding.</li> <li>Ensure they have plenty of space to move and explore safely.</li> <li>Rotate toy selections to maintain interest and appropriate amounts of challenging activities for the children.</li> <li>Include lots of opportunities for movement throughout the day.</li> </ul>



# Two year olds

Behavior Expectations	Positive Guidance
<ul> <li>Are learning to and experimenting with asserting their independence.</li> <li>If verbal, they may frequently use the words "no", and "mine".</li> <li>They want to play with others but do not know how and are unable to share well.</li> <li>Enjoy parallel play, which is where they play near other children, but not with them yet.</li> <li>Extreme mood swings.</li> <li>Shows defiant behavior (doing what they have been told not to).</li> <li>Copies and mimics others.</li> <li>Beginning to experience feelings like pride, shame, guilt and embarrassment.</li> <li>Have almost no patience.</li> </ul>	<ul> <li>Model sharing and proper use of toys and play equipment.</li> <li>Praise the process not the result.</li> <li>Distract the child and redirect by guiding them to another play area or activity.</li> <li>Maintain a schedule and routine to provide stability and security.</li> <li>Give notice before a transition so the child can prepare and cope with the change.</li> <li>Talk to them in a reassuring voice and empathize with their feelings.</li> <li>Utilize proximity and active supervision to deescalate a frustrated child.</li> <li>Praise and positive reinforcement to encourage desirable behaviors.</li> <li>Evaluate the environment for evidence of overstimulation or crowding.</li> <li>Rotate toy selections to maintain interest and appropriate amounts of challenging activities for the children.</li> <li>Guide efforts in sharing with supervision, modeling, timers and planned sharing activities.</li> <li>Model and give examples of ways to manage strong feelings.</li> <li>Offer limited choices when possible (2-3 options work best).</li> </ul>



## Preschoolers: 3-4 year olds

#### **Positive Guidance Behavior Expectations** Three year old: Label behaviors, not children. Set clear expectations. • Temper tantrums peak at this age. • Make rules simple and descriptive of what • Difficulty when separated from caregivers. you want to see and hear. For example: Children may cry at drop offs, even if they Walking feet previously came cheerfully. Gentle hands • Can follow simple rules but need Listening ears reminding. Physically redirect by removing a problematic object, or moving a child to a • Can share but may not like it. different play area. • Begins to show empathy. • Verbally redirect by asking a child to do • May tell on others to prove they know the something differently. For example: rules. "markers are for coloring paper and not • Develops friendships. friends! Can you show me how to color the Engages in associate play where they paper?" interact with others in play. • Model desired behaviors, actions and • Nervous habits like thumbsucking peak. phrases. • Praise and positive reinforcement to encourage desirable behaviors. Four year old: Praise effort, not outcome. • Desire independence and wish to do things Be consistent. themselves. Remind children of rules when they forget. • Can follow simple rules. • Offer limited choices (2-3) when possible to • Want to make decisions. give the child a sense of responsibility and autonomy. Experience a broader range of emotions, Provide opportunities for gross motor and such as jealousy, excitement, anger and generally physical play.

Focused on winning when playing games.

• More readily share.



### School Age Children 5-9 year olds

#### **Positive Guidance Behavior Expectations** Developing skills like pouring from a Set clear expectations through verbal pitcher and setting the table. explanations and posted class rules. • Cares a great deal about what is fair. Physically redirect by asking children to take breaks or directing them to a different • Experiences emotional extremes and area or activity when frustrated. contradictions. Verbally redirect by restating expectations • Often eager to please others. They want to and guiding children through navigating a make friends and receive positive conflict. responses from adults. Model desired behaviors, actions and • Engages in cooperative play, child plays phrases. with others and has interest in the other Praise and positive reinforcement to encourage desirable behaviors. children and shared activity. Praise effort, not outcome. For example: • They may experiment with lying. "Great job taking a break when you are • Develop long attention spans and are able frustrated". to handle more complicated projects and Be consistent. tasks. • Continue to provide opportunities for gross • Begin to differentiate between real and motor and physical play. • Consequences should be logical to the imaginary around age six and may be more child's actions. interested in doing "real" things. • Provide opportunities for children to play • Major gross motor development continues creatively (free form block sets, dolls, through age eight. costumes, and open ended art). • Demonstrate intense curiosity. Promote independence and responsibility • Handle quick transitions and change more by offering a wider variety of choices and providing opportunities for children to do easily. classroom tasks or jobs wherever possible. Become self conscious and even self critical.



## School Age Children 10 -12 year olds

Behavior Expectations	Positive Guidance
<ul> <li>Privacy is an important part of healthy development and a child's need for it may show up as children creating secret codes and passwords.</li> <li>Embrace clubs, teams, and cliques as they begin to understand the idea of a group identity.</li> <li>As children enter puberty they become more concerned with physical appearance.</li> <li>Test boundaries and push back on rules due to peer influences.</li> <li>Need for acceptance and approval from peers and their developing frontal cortex can lead to risk taking behavior and impulsiveness.</li> <li>May be filled with anxiety.</li> <li>Solidifies independence from parents and caregivers, but wants approval from adults.</li> <li>Concerned with fairness and justice.</li> </ul>	<ul> <li>Model healthy body image. Caregivers should avoid comments that criticize your own body or others, and set an example of healthy eating habits.</li> <li>Offer freedom and autonomy when possible. For example, if a child doesn't want to participate in the group activity, give them the option of reading a book instead. It's often not about the activity, but a child needing to assert their control over themselves and their surroundings. It's better to de-escalate by giving the child choice when possible.</li> <li>Respond to children in a predictable way.</li> <li>Show warmth and sensitivity.</li> <li>Maintain a regular routine or schedule.</li> </ul>